

JOPLIN WASTELAND GAMEPLAY RULES -- rev.010 6-11-2025

REQUIRED SAFETY EQUIPMENT:

ANSI Z87+ approved full seal eye protection

Players under the age of 18 must also have full face protection.

ALL PLAYERS must keep their eye protection on at all times unless in a "Safe Zone".

DEAD RAG - Red "Dead Rag" to be used to signal other players that you are dead. Should be roughly 8" x 8" or larger in size. If you do NOT have a Dead Rag, you may be engaged in combat after you are dead.

RECOMMENDED EQUIPMENT:

- Wasteland Outfit
- Backpack/Satchel
- Airsoft or Nerf weapon
- Melee weapon
- Body Armor

COMBAT:

If affected by any "Combat Method" this triggers a 60 second "Bleed Out". You must pull out your dead rag and stay in place. You can not use any "Combat Methods" and you must stay in place for the full 60 seconds before you may go back to your spawn point. Any player may revive another player with an approved "healing method" during the 60 second Bleed Out time. (see HEALING)

Reviving another player will pause the Bleed Out time. If the healing player dies before completing the Healing, the Bleeding Out player will resume the count down.

Perks and other "in game" items can affect basic Bleed Out rules.

FRIENDLY FIRE - Friendly fire counts in game. If you are struck by a faction mate by accident, it will trigger Bleed Out just the same as enemy fire.

SAFETY/SURRENDER KILLS - If you get with-in 10ft or closer to another player/enemy, you can yell out SURRENDER! If the player does not Surrender, you may shoot them. All minimum safety distance requirements are still in play.

RICOCHETS - Ricocheted Airsoft or Nerf does not count as a hit.

GUN STRIKES - Strikes on the gun with Airsoft or Nerf does not count as a hit.

STANDARD SAFETY ENGAGEMENT RULES:

NO BLIND FIRE - No blindly shooting around corners, doorways, or through holes/portals. You must have line of sight on your target before firing.

NO PHYSICAL FIGHTING - Only Melee with approved foam weapons will be allowed.

UNDER NO CIRCUMSTANCES will ANY PHYSICAL FIGHTING be allowed.

IF anyone is seen or caught fighting all parties will be sanctioned by the admins.

AIRSOFT - REGULAR GUNS IN GAME

Airsoft weapons (firing small plastic BBs) in game are considered conventional "bullet" firing weapons. Spring powered, AEG, Co2, HPA and Green Gas weapons are accepted. Single shot, semi-auto, burst fire or full auto is accepted.

Any non-standard Airsoft weapon must be approved by Admins at least 1 week prior to the event.

LEGAL TARGETS

Airsoft hits are good on any part of the body. Top of the head to the bottom of the feet.

NOTE: Wearing Armor (see Armor) negates any airsoft hit that strikes the armor. All unarmored parts of the body are still valid targets. Being struck in an unarmored spot by one airsoft BB will trigger Bleed Out Rules (see COMBAT).

FRIENDLY FIRE

Friendly fire counts in game. If you are struck by a faction mate by accident, it will trigger Bleed Out just the same as enemy fire.

AIRSOFT - DETAILS, FPS, CHRONO

Airsoft weapons (firing small plastic BBs) in game are considered conventional "bullet" firing weapons.

NOTE: Game to game restrictions on weapons may overrule certain weapon guidelines.

All Airsoft weapons will be Chronographed (using 20gram BBs) prior to the game to determine if they will have a minimum safe distance requirement or Semi-auto/Full Auto restriction.

A colored zip-tie will be fashioned to your weapon to indicate it has been Approved and to indicate the minimum safety distance requirement.

A predetermined amount of Ammo will be administered to all players before the game starts. NO player may use out of game ammo. IF your weapon requires specialized ammo (lighter weight or heavier weight ammo) you may bring it and turn it in to an approved NPC Vendor in game BEFORE the games starts. You can then purchase your specific ammo from THAT vendor in game with the approved currency (see currency).

NOTE: The NPC Vendor will NOT give out or sell your special ammo to any other Player.

400fps and under

Bolt action, Shotgun, AEG or Semi-Auto - No minimum engagement distance. Burst fire of up to 3 BBs per trigger pull. Full Auto 3 second trigger pull burst. Semi-Auto ONLY INDOORS.

LMG - No minimum engagement restriction. Full Auto 4 second trigger pull burst. For INDOORS you must use a sidearm that fires semi-auto at 400fps or under.

401fps - 450fps

Bolt action, AEG or Semi-auto - 60ft. (20 yard) minimum engagement distance. Full Auto 3 second trigger pull burst. For INDOORS you must use a sidearm that fires semi-auto at 400fps or under.

LMG - 60ft. (20 yard) minimum engagement distance. Full Auto 4 second trigger pull burst.

451fps - 500fps

Bolt action only - 90ft. (30 yard) minimum engagement distance. For INDOORS you must use a sidearm that fires semi-auto at 400fps or under.

RELOADING/ACQUIRING AIRSOFT AMMO

There are two ways to acquire airsoft ammo in game.

1. Buy it from an In Game Vendor - prices, availability and location will vary vendor to vendor. Roleplaying may help with pricing, but be aware some vendors may not like your Faction (see Factions). You may use "Caps" (see currency) or barter to acquire ammo.
2. Loot ammo from "The Wasteland". Quantity, type, and location will vary. Any ammo found in loot boxes can be reloaded into your weapon as needed.

NERF - ENERGY WEAPONS

Nerf style weapons (foam dart/ball) are considered Energy Weapons like plasma guns, laser guns, cryo-guns, photon guns etc. ALL Armor, including POWER Armor, is ignored when firing an energy weapon. If struck anywhere with a nerf gun this triggers Bleed Out.

Friendly fire counts - If you get hit by a friendly faction or team member you will still fall under the effects of whatever was used to hit you.

NERF WEAPON TYPES

The types of Nerf weapons accepted in game are: RIVAL, MEGA and ELITE style foam dart guns. All types of dart/ball ammo has the same affect when fired.

RELOADING NERF

You may NOT gather energy ammo from the field to reload yourself. Any foam ammo gathered from the field must be turned in to an NPC Vendor or Ref. You may Resell gathered foam ammo to vendors. All Energy ammo must be purchased from a vendor, or may be acquired in wasteland loot. Foam ammo found in loot will always be loaded into a magazine. Usable Nerf ammo will never be loose in a loot box or on the ground. All unloading and reloading of foam ammo must be performed by a vendor/Ref/Admin.

NOTE: Players may bring any number of Nerf guns to the game, but may only carry up to 2 fully loaded Nerf guns or 1 Nerf gun with 2 fully loaded magazines, with personal ammo at the start of the game.

MELEE - KNIVES, CLUBS, SWORDS

Melee attacks in game ignore all armor, excluding POWER Armor. To melee attack, gently swipe your weapon on your target and state "MELEE". This attack triggers Bleed Out. You may "Instant Kill" any player in Bleed Out, with a Melee Attack. Instant Kill means the Bleeding Out player immediately "dies" and may return to their spawn point.

Friendly fire counts - If you get hit by a friendly faction or team member you will still fall under the effects of whatever was used to hit you. You may "instant kill" a team mate to prevent them from being Looted.

MELEE WEAPON TYPES

All player owned melee weapons will be approved by the Admins before the game starts.

- Rubber/flexible plastic knives, swords, bludgeoning (clubs)
- Latex foam knives, sword, bludgeoning weapons
- All Dagohir approved weapons
- All Amtgard approved weapons
- Foam padded weapons
- EVA foam weapons

EXPLOSIVES - GRENADES, IEDs

All Explosives are Area of Effect Weapons. They have a standard "blast radius" plus additional effects as listed below. Anyone caught in the "blast radius" triggers Bleed Out unless any special effect is negated by protective equipment listed below.

IEDs/Booby Traps

Some Traps may be deployed as IEDs (Improvised Explosive Devices) or "Booby Traps".

Some traps may be rigged with grenades. For Grenade IEDs, follow the guidelines listed below for the specific grenade used. Some traps may use airsoft guns. Follow airsoft guidelines for bleed out.

NOTE: DO NOT physically move or mess with a trap if you find one. Even if you see the trap before it goes off, do not move or mess with it.

GRENADE POINTS

Players are allowed to begin the game with a limited number of grenade-type weapons. Allowed Grenades are designated by a point system. Each player is allowed 6 Grenade Points at the start of the game.

1 POINT EACH - Fire/Gas/Radiation/Frag grenades of any kind. any other color smoke grenades do not count towards this number, and are deemed personal items.

Friendly fire counts - If you get hit by a friendly faction or team member you will still fall under the effects of whatever was used to hit you.

GRENADE TYPES

- **EMP Grenades** - Blue smoke: (*ONLY attainable IN GAME*)

Area of Effect: 10ft (20ft diameter) EMP (Electro-Magnetic Pulse) grenades are designated by blue smoke. The User has 3 seconds from pulling the pin to deploy the grenade or they will suffer the effects of the grenade. Once deployed the blue "EMP" affects 20ft diameter of where the grenade lands. Smoke drift is void outside the 20ft diameter. Any Player caught in the initial area of affect suffers the EMP Effects.

EMP disables all power armor and running vehicles within it's blast radius. Power Armor users immediately start to Bleed Out. Vehicles must stop, and turn off the engines. The NPC Driver must exit the vehicle. IF the Driver dies, the vehicle is considered "dead" and all Buffs it has are gone.

- **Frag Grenades** - Non-smoke (Enola Gaye, launched grenades, sound grenades and tornado/twister grenades)

Blast Radius: 20ft radius (40ft Diameter) outside of buildings. Inside of a building the grenade Blast Radius is the entire room. Players may step out of the room or behind hard cover to survive a frag grenade blast.

- **Toxic Grenades** - Yellow or Green smoke:

Area of Effect: 10ft (20ft diameter) Toxic grenades are designated by yellow or green smoke. The User has 3 seconds from pulling the pin to deploy the grenade or they will suffer the effects of the grenade. Once deployed the "Toxic" affects anywhere the gas may drift. Any Player caught in the initial area of affect OR contacting the gas drift triggers Bleed Out. Players wearing a proper gas mask are immune to gas. Proper gas masks will be designated as a real (looking) gas mask, respirator, or full mouth/nose protection with attached hoses and tanks.

Players with RAD-Away (see HEALING) may immediately deploy the remedy. This will give the player a 10 second "immunity" to the Gas in the Area of Effect. To stay longer than 10 seconds in the Area of Effect after deploying RAD-Away will trigger Bleed Out.

- **"Other" Smoke Grenades** - All other color smoke grenades are considered regular smoke grenades and only serve as cover.

ARMOR - BODY ARMOR

Body Armor is made of metal, hardened leather, hard plastics, tires, or EVA foam fashioned to look like one of the previous types. Modern armor like Plate Carriers or kevlar vests are not considered Body Armor. Body Armor can cover any part of the body, but care should be taken to not hide armor.

Example: A breastplate hidden under a closed jacket will not be considered Body Armor. If the jacket is open and the Breastplate can be seen easily then it is considered Body Armor. All player armor must be approved before the game begins.

If hit in an armored spot with Airsoft, you must yell out "ARMOR HIT!" every time.

POWER ARMOR

All Power Armor must be Pre-approved by game Admins prior to the Game Day. If you would like to make or bring Power Armor please contact the game Admins for details and approval.

Power Armor is made of metal, hardened leather, hard plastics, tires, or EVA foam fashioned to look like one of the previous types.

Power Armor is considered Full Body Armor. (Think a full suit of Knight's armor, or Warhammer 40k Space Marine Armor)

Power Armor users are considered "Agents of Chaos" and normally do NOT align to any Faction or specific side.

Power Armor is immune to all Airsoft weapons except for a small "Bleed Out plate" on the armor. If hit on the plate with an Airsoft gun, this triggers Bleed Out. The Power Armored player must stop all combat methods and stay in place until Bleed Out expires.

Frag grenades can "kill" Power Armor. To achieve this, the grenade must land inside the Blast Radius and be on the same side as the "Bleed Out Plate".

Power Armor Fusion Core: Power Armor must have a yellow and Red striped rag fixed to the back of the armor. This is the Fusion Core. If a player can remove this rag from the Power Armor, the wearer's armor is powered down. The Power Armor player must stay in place and not use any combat methods until the Core is replaced or they "Bleed Out".

Power Armor is NOT proof against Energy weapons. 1 hit from an Energy weapon triggers Bleed Out.

There are Perk restrictions when using Power Armor. These restrictions will be determined when contacting the Admins.

SHIELDS

All shields must be approved by Admins prior to the game.

Shields can be made of metal, hard plastics, or wood.

NO Shield Bashing.

Examples: Side strapped STOP sign, or Riot Shield, Tower Shield, Wood Door, etc. Shields are proof against Airsoft weapons, energy weapons and Melee Weapons.

TOWN COMBAT

Towns are meant to be centers of role play and vending. As such no full faction on faction combat is to happen inside these areas. Small skirmishes or individual combat is accepted in towns, but should be limited to a couple combatants (example: A duel, or mugging, or "bar fight" involving only a few people).

ASSAULTS ON TOWNS

Assaults on towns is allowed but has special rules for engagement.

The size limit of the group of aggressors will be based on the number of total players and NPCs for each game. The number limit will be stated at the game brief. If the aggressors are able to wipe out the town members, they will have two minutes to clear the town or they must give all loot to the town leader and return to their spawn. Those aggressors are not allowed to engage in town combat for at least one hour.

VEHICLES: *NEW!*

There will be faction vehicles "in game". Major factions will have access to specific vehicles in game. These vehicles will primarily function as shuttles to get faction members around the map. However "in game" vehicles can be used in combat and role play.

Faction Vehicles can NOT be taken from the faction they are designated to. There will be an appointed NPC Driver to operate the vehicle.

Vehicles can be disabled using Frag grenades, EMP Grenades or Artillery/Rocket Launchers.

When disabled, the vehicle must stop and the engine turned off. The driver must exit the vehicle. Combat can happen around the vehicle, and if it is a spawn point, it is still active as long as the driver is still alive. If the driver dies, the vehicle spawn point dies until the driver can respawn.

Vehicles are wasteland cars and trucks. They have broken windows, doors missing, etc. Because of this, all grenade effects work INSIDE the vehicle. Vehicles are not proof against these effects.

EXAMPLE: if a vehicle drives through red smoke, all the people inside are on fire.

EXAMPLE: If yellow smoke drifts into a vehicle, all the people inside are being poisoned.

SPAWN POINTS

Every Player will be given a Spawn Point before the game starts. These spawn points are in different locations throughout the map and are determined by the player's starting Faction. If a Player changes Factions during the game, their spawn point will be relocated to the new Faction's location.

All Respawnng Players must delay at the spawn point for 60 seconds before re-entering the map and the game.

Respawning players are allowed to resupply or communicate with their NPC Leader during their 60 second respawn.

If a player "Bleeds Out" in game from a Combat Method, they go back to their spawn point and respawn.

If a player is Looted during their Bleed Out, they may return to their spawn point immediately. They are not required to finish their Bleed Out before returning to spawn.

Players that are Dead and returning to Spawn may NOT be looted.

NOTE: Combat is prohibited within 50ft of The Wanderer Faction Spawn Point.

NOTE: Spawn points can change from game to game and map to map. Any Map specific spawn point will be noted during the pregame Brief before the game starts.

NEUTRAL SPAWN POINTS: **NEW!**

HOME Spawn/Flag Points: Each faction will have a HOME respawn/flag point. These Respawn points can not be taken away from any faction.

NEUTRAL Spawn/Flag Points: There are 4 neutral Flag Points on the map. These points can be captured by any faction at any time and become a new Spawn Point for that Faction. Each Faction NPC will have a Spawn Flag that will be used to "capture" that Flag Point. When the holding faction wants to move on, they remove their flag from the pole and the point becomes neutral again.

MAP ZONES

There are different zones throughout the map. These zones can serve different functions, from LARP role play, to Combat Specific engagements.

- **THE BAR: (SAFE ZONE)**

This is a **NO COMBAT METHOD ZONE**. Players may remove their eye protection and other safety gear once inside The Bar.

NOTE: Before entering The Bar, you must remove your weapon magazine, clear your weapon, and place the weapon on safe.

- **MELEE PIT:**

The Melee Pit ONLY allows approved foam Melee Weapons. Different duels, combats, and scenarios may be played in The Pit. No Airsoft/Nerf play is allowed in the Melee Pit.

- **RADIATION ZONES:**

Radiation zones will be marked with radiation signs. If a rad sign is posted at a doorway to a building or in a hallway to a building, then the area behind that sign is a radiation zone. If a rad sign is out in the open, say posted on a tree, the radiation zone is a 10ft. Radius (20ft. Diameter) from the sign.

If a player enters into a radiation zone without a previously using a RAD-Away this triggers Bleed Out. (see HEALING)

HEALING

- **STIM BOTTLE:**

This universal healing method will heal all injuries. To use, be next to the "bleeding out" player. Dispense the "medicine" to the Bleeding Out player by pouring the liquid on the ground. The Healing player must yell "HEALING!". The player is now healed.

NOTE: Players can not heal themselves with the STIM BOTTLE, only other players.

- **RAD-Away BOTTLE:**

This healing method heals Radiation Poisoning OR Prevents Radiation Poisoning for 60 Seconds. This Method can be used on yourself or on another player. To use, be next to the Bleeding Out player, or dispense on yourself. Open the bottle, count to fifteen and pour the contents out on the ground. Then Yell out "RAD HEALING!".

NOTE: There is no way to "self-heal". All healing methods (except RAD-Away) can only be administered by another player.

- **HEAT-Flare:** (area of affect)

In games with extreme temp variations, The player can "pop a flare" (red smoke) to refresh their heat time as a temporary heat source. Once the flare is deployed the player must count to 30 out loud within 10ft. (or inside the same room if deployed indoors) of the deployed Red Smoke Flare. Once The count is complete, the player gets to reset their timer to max time.

NOTE: ANY Player inside the deployed range of the Flare can count to 30 to refresh their heat time. (as long as the flare is still actively smoking)

DRAGGING "BLEEDING OUT" PLAYERS

Sometimes healing a Bleeding Out player on the spot is not the safest option. In circumstances where you would need to "drag" a player to safety before healing them you use a 2-hand touch on the other player's Shoulders and ONLY on their shoulders. Then you both WALK to the "safe" destination for healing.

AVAILABILITY OF HEALING

Healing methods may be found in the Wasteland or be rewarded as payment for performing a role or full-filling a quest or even purchased from an NPC Vendor.

ROLEPLAY

FIELD ITEMS

Player Usable field items will be marked with Orange Tape. These items can range from weapons, armor, shields or other usable items. A player may use these items, but they can also be Looted if the player goes into Bleed Out.

NOTE: Orange Taped items must be turned in to the Admins at finish of the game.

PROP ITEMS - Some Field Items are marked with Purple tape. These items are in game Props or NPC specific items and may not be messed with in any way. They may not be moved or modified. These items are some times donated personal items for the promotion of the LARP.

FACTIONS

There are multiple Factions in game. These vary from map to map and game to game. Listed below are some of the more prominent factions and a description of each. Each player will be assigned a Faction at the beginning of the game. Each Faction has membership perks and requirements. A universal requirement for any faction is that you must stay a member of a faction for at least 1 hour before changing to a different faction. You must speak with the NPC leader of the faction you are leaving prior to switching factions.

- **THE TOWN:**

Most Towns are semi-neutral wasteland communities that are just trying to grind out an existence in this Post Great War World. The Town is always under pressure from Wasteland Raiders and local Bandits who rob traveling merchants.

PERKS - Members are allowed access into The Town or any other settlement in alliance with The Town. They also have the greatest access to any and all of the NPC Vendors and get the best prices from Vendors.

- **WASTELAND RAIDERS:**

Bloodthirsty Cultists, the Raiders have left humanity and compassion behind. Ruthless in their goals they will kill indiscriminately. Raiders are not interested in compromise or living together, its about domination and control with them.

PERKS - Members are given "payment" from the Raider Leader to maintain their loyalty. They are also given Ammunition to help protect the leader and perform tasks.

- **HIGHWAY BANDITS:**

A group of down on their luck wastelanders, they have banded together in a loose social "family". They are not as blood thirsty as the Raiders, but will not hesitate to demand a "tithe" from a traveler on the road to The Town/Settlement. After all, they are providing "safe" passage aren't they?

PERKS - Bandits can move in and out of all Towns and Settlements without negative consequences. (Unless they are caught in a hostile action inside The Town/Settlement) Bandits also "share" in the community chest of payment from their spoils.

- **TRADE GUILD:**

A wasteland consortium of merchants and vendors. These entrepreneurs have realized that strength lies in numbers. Both from wasteland raiders but also leveraging the cost of their wares on wastelanders.

PERKS - need to fill out

- **WANDERERS:**

Claimed by the Wasteland, these isolated scavengers roam the outskirts. Ghouls, the deformed and other "lost" souls roam the wasteland looking for anything they can barter for needed supplies. The Wanderers are neutral but not favored by any faction.

PERKS - Wanderers are normally left alone by Raiders unless they have something the Raiders Want. Wanderers start out with no good relations with any Faction, but can become aligned with any Faction at any time, even aligning with multiple factions at once. The Wanderers do not act as an organized community, so what each Wanderer finds they keep. While they won't actively work against other Wanderers, it is not unheard of for Wanderer on Wanderer combat/looting to occur.

Wanderers can ask town leaders to spawn inside a town at a town's spawn point. If granted permission, they then must pay "The Dr" his fee for reviving them, each time they need it.

CURRENCY

CAPS

Caps are used as a currency in this wasteland setting.

- Red Cap = 1
- Blue Cap = 5
- Yellow Cap = 10

BARTER/LOOT

In the post apocalyptic world resources are king. And looting prewar technology and materials is big business. The wasteland is full of all types of "junk" that can be found, looted and turned in to vendors looking for specific items. Caps are not the only tradable item in the world today. Often times looted items from the wasteland can sweeten a deal or be tradable straight up. even containers found in the wasteland can often be valuable to the right merchant.

Example: You have 3 pieces of "electronic junk" looted from the wasteland, the ammo merchant you are bartering with may give you 30 airsoft rounds for the "junk" in trade.

SERVICES

What does an enterprising but broke Wastelander do when they can't pay? They higher themselves out! Merchants want things to and can't go roaming around the wasteland for things while they man their shops. Negotiate yourself a deal with a merchant to get items, be a bodyguard, kill someone etc. all for pay or the needed items you crave.

Example: The Doc needs some more Stim Bottles from his warehouse, but to get to it you have to fight your way through a raider outpost. Get the needed Stim Bottles for The Doc and he may pay you 10 caps and 5 Stim Bottles.

LOOT

Looting takes 2 forms in game. Loot items can be found in the wasteland and off of looting "dead players".

WASTELAND LOOT TYPES

The wasteland is full of pre-Great War technology and resources. Scavenging items from "Loot Boxes" in the wasteland can yield big rewards. Any number of things can be found in Loot Boxes. Caps, ammo, healing items, grenades and even components labeled "Junk".

NOTE: Loot boxes can not be moved until they have been looted, then the boxes can be returned to vendors for caps.

JUNK

There are 3 classifications of "Junk" that can be found in the wasteland. All Junk will be marked with Orange tape and labeled with what type of junk it is. Junk is sellable to merchants for caps or other needed items.

- Raw Junk
- Medicinal Junk
- Industrial Junk

PLAYER DEATH

In Game when a player dies, they are considered to have short term amnesia once respawning. They will have no recollection of WHO Killed them, and maybe not even of how they died. This is to safeguard "revenge killing". This is a LARP, not an Airsoft MILSIM. So, lets all try and have fun.

LOOTING DEAD PLAYERS

If a player is killed in combat, they trigger Bleed Out rules. If another player can reach a "Bleeding Out" player before they reach the end of the Bleed Out time, they have the option to Loot the Bleeding Out Player. You may only take 2 items of the following (Field Items) from a Bleeding Out Player.

All Field Items will be marked with Orange Tape.

- 1-5 caps (looter discretion on the amount)
- 1 field gun
- 1 field magazine
- 1 medical item
- 1 food item
- 1 grenade
- 1 piece of field armor
- 1 field shield
- 1 field melee weapon

Once looted, the Bleeding Out player may not be looted again, and can return to their spawn point without completing their Bleed Out time.

Example: Player one gets shot and goes into Bleed Out. Player 2 approaches and asks what items the Bleed Out player has. Player 2 chooses 1 RAD away stick, and 1 Fire Grenade as total loot.

PLAYER ROLES

Factions may have persona roles you can fill. While it is not a requirement to take on a role, it will further the LARP and help flesh out the game if you consider filling one of the Faction Roles.

Example: The Town needs some Town Guards to help guard against raiders.

Example: The Bandits need a Medic to help heal their numbers.

Example: The Raiders need bodyguards to protect the NPC Leader from the Town Guard.

NPCs

NPCs are Non-Player Characters. These walking Plot Devices serve to push the game along and offer color and Role Play opportunities for players. NPCs will fill roles like: Faction Leaders, Vendors, Roaming Merchants or other "official" members of Factions.

Most NPCs can be engaged in Combat and follow all normal game play rules. Unless a Plot Device is in play to modify an NPC's role or abilities.

NOTE: unless specifically full-filling a quest requirement, players should refrain from killing NPCs. The NPC is there to further your enjoyment in the LARP. Not be a target.

Exception: If any NPC attacks a player then they are fair game for the engagement.

NPC EXAMPLES:

- **Doc** - The Towns Pill Pusher/healer
- **The Mayor** - The Town's top political official
- **The Captain** - The Bandit Leader
- **The RAD Roach Coach** - The Traveling food merchant
- **The Bloodhand King** - The Cultist Leader

VENDORS

Vendors are NPC merchants that buy and sell in game items for barter or caps. Vendors can be in The Town, any settlement, or outside in the Wasteland. Vendors are generally Neutral to all Factions but pricing may vary depending on role play throughout the game.

Vendor arch-types:

- **The Armorer** - purveyor, fixer and seller of Armaments
- **The Smith** - Your Local "gun" merchant. Weapons and swords for sale.
- **The Ammo Guy** - If it goes boom, or you need it to make your gun go PEW, he has it.
- **The Roach Coach** - Hungry? They have the best Rad Roach tacos and Wasteland Surprise Stew around.

UNIQUE PLAYER CHARACTERS

Unique Player Characters are player run "Entities". These UPCs are player generated and must submit their idea (UPC) concept to the Admins prior to each game.

UPC Arch-types:

- **POWER ARMOR USER** – Power Armor users can be aligned with almost any faction, or be completely independent of faction based role play. Because of the "mini boss" nature of Power Armor all users they are often "agents of Chaos" in-game.
- **MONSTERS** - Monsters are "animals" – instinct based creatures. Not intelligent beings and should role play as such.
 - Monsters may be killed by airsoft, nerf, melee, frag grenade or artillery (special roleplay reactions apply).
 - Monsters are immune to toxic grenades (special roleplay reactions apply).
 - The ONLY good "kill zone" on any Monster is the upper arms from elbow to shoulder. All other areas on the monster are immune to all airsoft, NERF and Melee attacks.
 - Frag grenades may "kill" any Monster if thrown within the Blast Radius.
 - Monsters "Bleed-Out" at a faster rate (30 seconds) if not looted within 30 seconds they will regenerate.
 - If a Monster is looted within the 30 second Bleed-Out it will then return to the predesignated Monster Spawn area, to be determined by the Admins prior to the game.
 - Monsters have a 10 second "FLEE" perk upon being hit. They can choose to run for 10 seconds then stop and begin their 30 second bleed out.
 - Monsters can ONLY use melee type weapons. This includes handheld weapons as well as special appendages or body modifications.
 - Players must fill out a short character sheet for their monster to submit to the Admins.
 - Admin approval is required for each monster prior to each game.
- **MUTANTS** - Are semi-intelligent humanoids. They are not aligned with any faction. Mutants are unpredictable but are not solely instinct driven. Mutants can be identified by their appearance, often times having exposed skin and tattered clothing. ***(IN-GAME Mutants will have a Green arm band with a RAD symbol on it)***
 - Mutants are immune to RAD Zones.
 - Mutants are immune to extreme temperatures.
- **UNIQUE CHARACTER ENTITIES** – Are intelligent entities that can inhabit the game or are specially designed as Plot Devices. Pre-approved UCEs can have abilities and motivations that change from game to game based on Game Plot Devices.
 - UCEs are intelligent Character driven Players
 - UCEs must provide Pre-determined back story that is submitted to the Admins for approval
 - UCEs must provide a list of "motivations" (why their character is doing what it's doing)
 - UCEs must provide a list of character driven rules that they must role play by
- ***Admin approval required of UCEs prior to each game.***

Example: *The Fallen Angel*

Backstory - After the Apocalypse many things changed. This includes new beings that roam the land. No one knows much about HOW The Fallen Angel came to be, but he/she is well known in the wasteland. The Fallen Angel spends their time crusading for good throughout the wasteland. They are known as a source of aide to wanderers seeking help and they are feared by evil factions.

Motivation – The Fallen Angel sees the current world as a broken child. It's not lost, but it does need fixing. The Fallen Angel is driven by the need to help and will actively engage the forces of evil when they see wrong doing. Of the most important, The Fallen Angel will always actively help find missing people lost in the wasteland. The Fallen Angels asks for no pay in their journey to make the world a better place. **Proposed Special Abilities**

- 1) The Sword of Righteousness – When wielded by The Fallen Angel, this sword will smite anyone it hits with a single strike. The Smited foe must immediately return to their spawn point without going into "Bleed-Out"
- 2) The Fallen Angel has the ability to "lay hands" on the sick or dying. They must silently "pray" over the victim for 30 seconds to heal a dieing player. They may also Resurrect a fallen player (player death after bleed out) by silently "praying" over their body for a full minute.
- 3) The Fallen Angel has a 10 second immunity to all airsoft/nerf/grenades at the BEGINNING of any engagement. After the 10 seconds they take damage as a normal player.

Proposed Special Restrictions

- 1) The Fallen Angel loathes firearms. They believe them to contribute to the downfall of society. The Fallen Angel may ONLY use Melee Weapons.
- 2) If The Fallen Angel is on a quest they can not take on any other quest OR be diverted from that quest until it is complete
- 3) The Fallen Angel is considered an Enemy to any evil themed faction and often will be attacked on site.
- 4) If/When The Fallen Angel dies, they must respawn at a predetermined point set by the Admins.

QUESTS

Once you've found a "home" in the wasteland why would you choose to go outside? Why, survival and prosperity of course! The wasteland is full of items needed for survival, resources to build things, and tools/weapons to protect yourself. Some of these items may have already been collected by other factions or in other locations. If they won't give them to you, you might....well. It IS called the Wasteland. Things happen.

Each Faction Leader will have a list of quests for players to do if they choose. These quests can range from very easy, to very hard. Some can be accomplished with 1-2 players, others will require a team to pull them off. There are greater forces at play in the Wasteland, and these forces will enlist any who they can get to accomplish their goals.

QUEST ITEMS:

In game, quest items will be marked with PINK tape AND have the Quest Title written on it.

You may NOT MOVE any quest item from it's location unless you are actively on that quest.

If you suffer Bleed Out with a Quest Item in your possession, you must leave the Quest Item where you Died. Once you respawn, you can go back and get it. IF it is still there. Another player on that quest may pick it up.

NOTE: if you got the Quest Item from an NPC, they may retrieve it from your Death Spot prior to you retrieving it again.

SIDE QUESTS:

Side quests are smaller, usually individual quests handed out by NPC/Vendors/Merchants.

A player may only be on 1 side quest at a time. IF a player decides to give up on a side quest, please go back to the NPC that hired you and notify them you are no longer on their quest.